

Feed and Grow Fish

[Post Reply](#)



Feed and Grow Fish

• 1

Post by [Sigan](#) » Sun Jul 08, 2018 8:27 am

Here's my table for Feed and Grow Fish. Couldn't get Infinite Health to inject in the same script, so it's separate.

Main Script is Purple.

The Blue Scripts are toggles to activate the specific option in the main scripts.

Green is the pointer that the Main Script finds.

Black are all pointers that can be changed. (Careful changing them as they can have drastic effects in small changes. Most pointers are floats with 1 = 100%, 0.5 = 50%, etc.)

Scripts included are:

- Infinite Health
- Infinite Stamina
- Zero Active Ability Cooldown (Instantly use repeatedly)
- Set Speed Stat
- Set Attack Stat
- Set Damage Stat
- Set Tenacity (Floor Movement Speed, from what I can tell)
- Infinite Passive Ability Charge
- Fast Eating
- Eat Everything (Sets EatModifier to 5 - can be set as high as necessary for a cuttlefish to devour a Great White Shark)
- As well as a list of pointers that might be of interest

Standard disclaimer: I'm not responsible in any way for the consequences through use of this cheat table or the program running it. It works for my purposes, and I'm hoping it works for yours.